**Scratch Planning**

What is the purpose of your game? The purpose of my game is to teach people about all of the systems body. You are fighting off all diseases within the body too.   
  
Describe the target user for your game. The t arget user I am hoping for is big gamer who likes Street Fighter.  
  
How many sprites will you need? I will need about 75 sprites for my game.   
  
How many backgrounds/stages will you need? About 20  
  
How will users play your game? They will use the arrow keys to move, the Z key for attacking, the P key for pausing, the M key for Magic, and the H key for healing.  
  
How will users win your game? Users will beat the game by killing all of the diseases in the body’s systems.  
  
Will the game keep score? The game will keep score with experience points for every enemy that is defeated. It will autosave every 30 minutes and it will keep score with ranking too.  
  
How will you use music and/or sound effects to enhance your game? Yes I will use music to enhance the game.